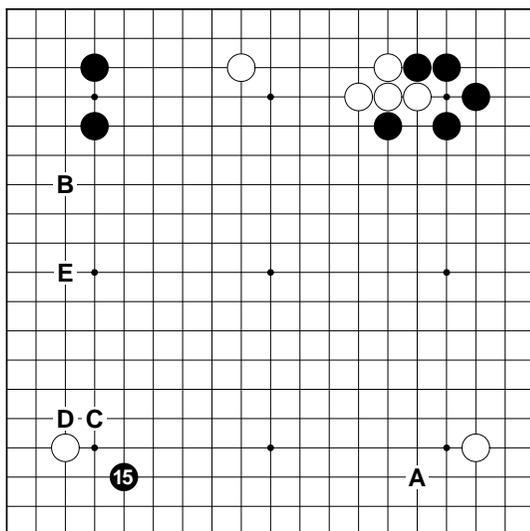


Why does Black approach at 15 and not at A? The reason is that the bottom and the left side make up the most undeveloped area, so it's value is greater than the bottom and right side area.

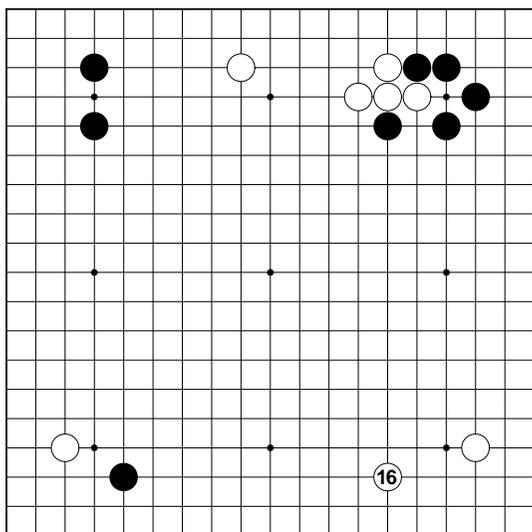
Black also has a weakness at B, and 15 indirectly protects against White's playing there. If White plays next at B, Black will press White down with C, D, etc., making White's position low.



(15)

If White next plays at C, Black will get the excellent point of E, creating an ideal high-low position and restricting White.

So this is not an easy situation for White. What does White do?



(16)

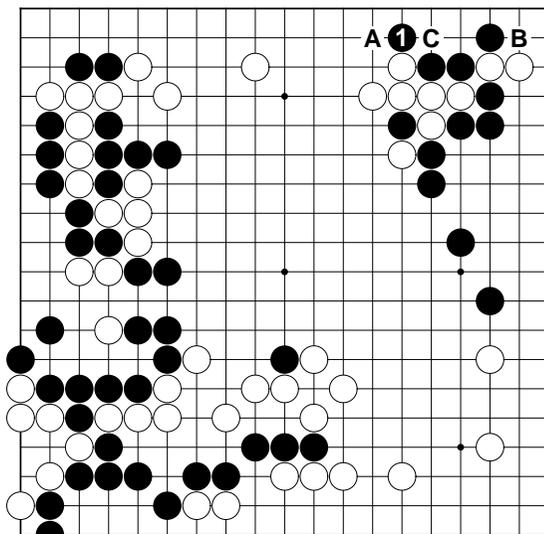
White's response is typical of Go Seigen's style. He plays elsewhere. Go Seigen does this a lot—just the opposite of Lee Changho's style.

This makes things difficult for Go's opponents. Moves which one would think are sente turn out not to be. What Go Seigen shows us is that we have a lot more freedom in the game than we may think. Showing us this by frequently playing away from the local situation is one of his great contributions to go theory. Since White does not

have a good local response to 15, he plays elsewhere. This way Go Seigen keeps control of the game, not letting his opponent take the initiative.

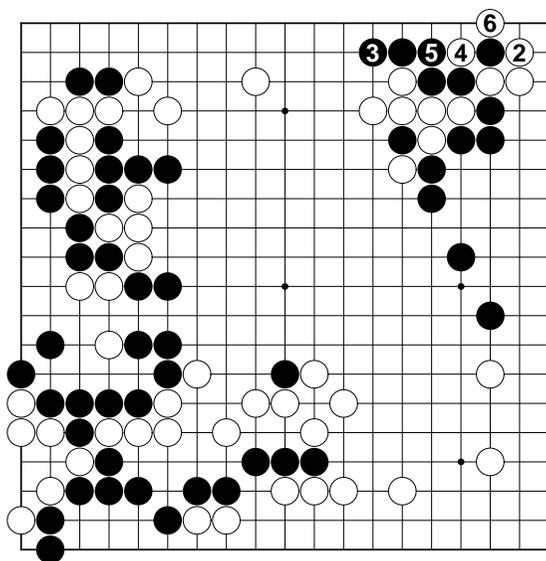
Instead, Black hanes at ①, expecting White A, after which he will play at B. This gives Black a chance to gain two points if he gets to connect at C.

However, Go Seigen is not going to concede even something as small as this. Actually, his view is that descending here is White's right, and Black is denying that. So Go intends to show that this is a mistake, even though it is a small mistake. Truth matters.



(101)

If his opponents do not deserve something, Go Seigen does not intend to allow them to have it. Since White will end up with sente if he plays at A, most players would probably let this go, but not Go Seigen. When most players are ahead, they are happy to compromise a bit to assure their victory. Go Seigen does not play that way. He will risk the game to establish what is true.

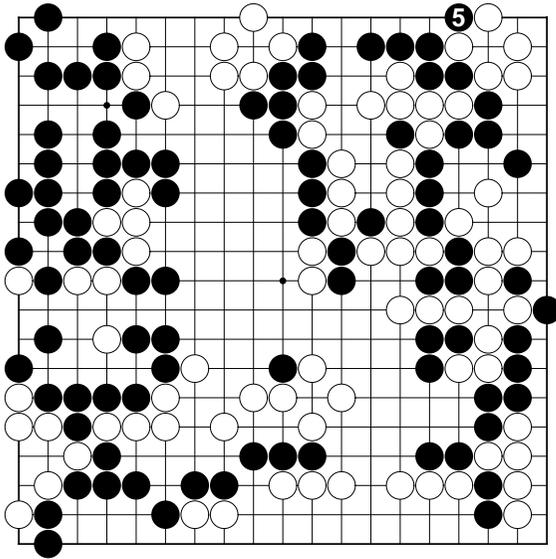


(102 – 106)

Go confidently turns with ②. Black must extend at ③ now.

It is no longer the endgame. Middle game fighting has broken out, and White engineers another exchange when he plays ④ and ⑥. Now White is suddenly alive in the corner, but Black has broken into what was about to become solid white territory.

Go Seigen now has to show that playing this way is correct—another lesson in truth.



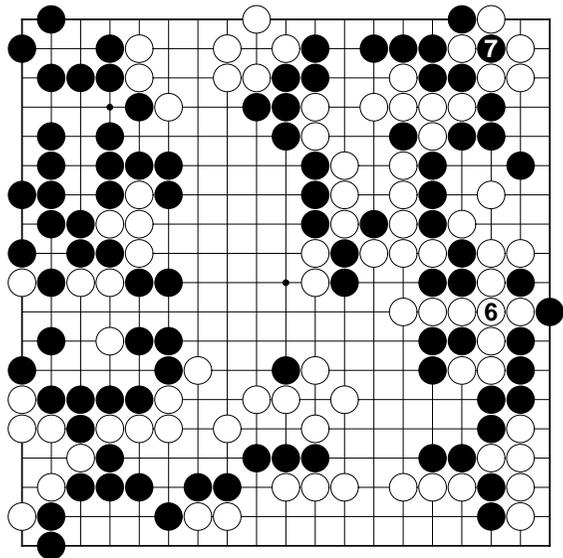
(205)

⑤ is definitely the biggest threat. If Black can kill this corner, several of his captured stones will come back to life. So should White respond?

This sort of position is very clear to Go Seigen.

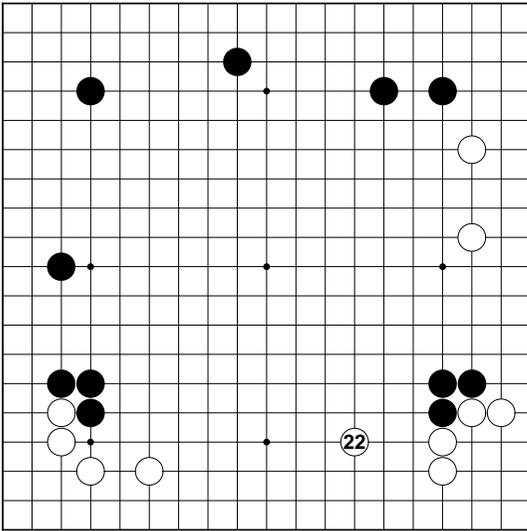
He kills the black group in the lower right by filling in with ⑥ and allows yet another ko to start.

This constant fighting is characteristic of Go Seigen's playing style; it requires a great deal of energy and stamina.



(206 – 207)

Because Go Seigen often plays elsewhere, refusing to respond locally to opponent's plays that most people would respond to, the board situation regularly becomes unclear and confusing. It becomes difficult to know where to play, as here. This is an intentional part of Go Seigen's style: to make things as complicated as possible. In this way the game becomes a real test of fundamental understanding.



(22)

In this case, invading in the corner makes sense, but it will make Black very thick outside. Given that Go Seigen is extremely good at fighting, this is not a good idea for his opponents. This would be the kind of "normal" style of play that doesn't work well against Go Seigen. Fujisawa knows this from experience.

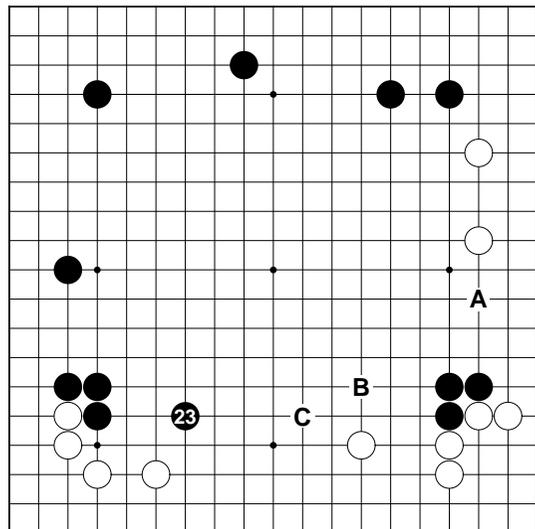
Moreover, White wants to punish Black for not responding in the lower right. A direct attack is not possible, but 22 is a good move, making territory and putting more pressure on Black's three stones.

tory and putting more pressure on Black's three stones.

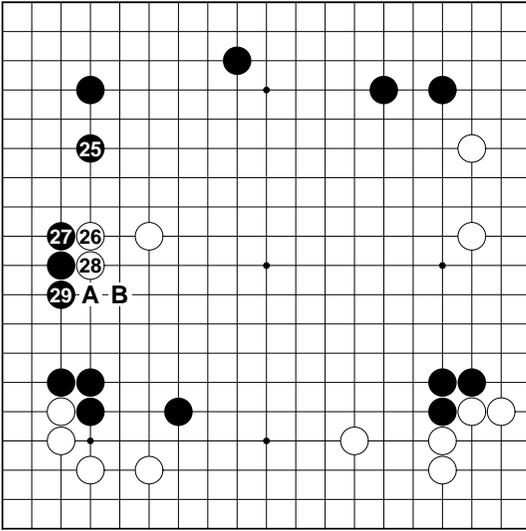
You might expect Go Seigen to defend at A or B. However, A is too cramped, and B doesn't have much impact. White could expand his bottom area with C. A and B feel like the sort of lukewarm plays that Go Seigen avoids.

In terms of the whole board, 23 is the key point for expanding Black's area of influence. It also inhibits White's development of the bottom.

Here again it is difficult for White to decide where to play.



(23)



(25 – 29)

helps White and leaves Black with a cutting point at 29. We saw this tactic in the previous game also. In this sort of situation Go Seigen wants strength for fighting, not weaknesses.

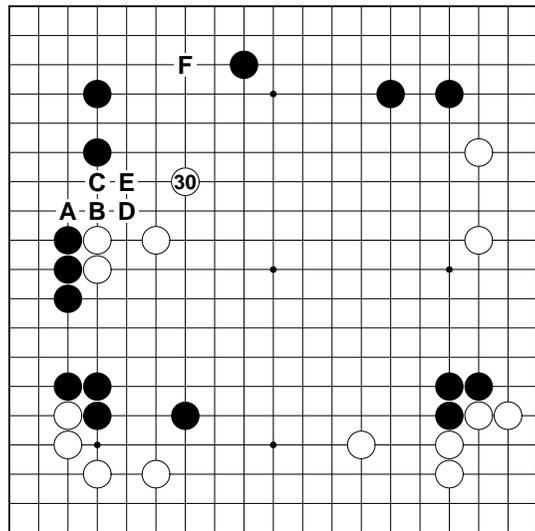
25 makes the corner invasion less attractive for White. So White presses Black down on the side.

Fujisawa has learned through experience that his best bet is to give Go Seigen territory on the side in the hope of keeping the game as peaceful as possible. This limits the extent to which Go's explosive fighting power can come out.

Black does not hane at A with 29 because that would be answered by White at B which

30 is another good move. It makes White's group more comfortable and aims at the hane at A; if Black cuts at B, then White C, Black D, White E and 30 prevents Black from continuing to push out. It is a good move; Fujisawa spent two and a half of his thirteen hours of basic time to find it.

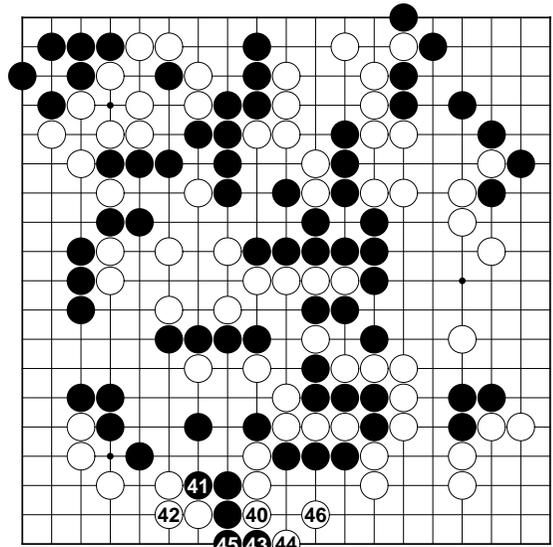
It continues to be very difficult for White to decide where to play. Creating this kind of difficulty for his opponents is a basic part of Go Seigen's style.



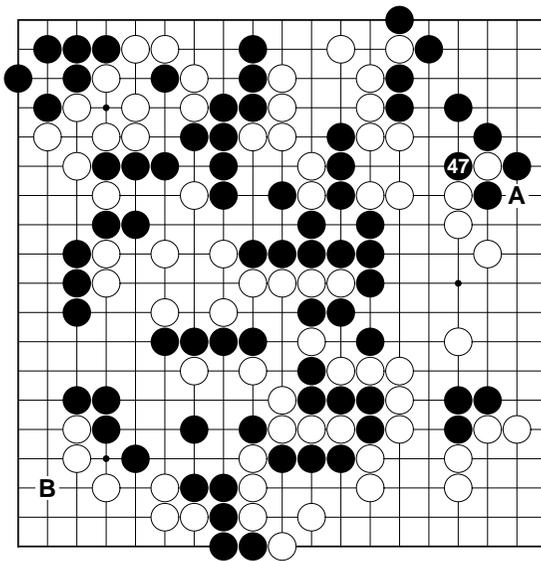
(30)

So White has reduced Black's potential significantly. We expect Black to now reduce White's potential on the right side of the board.

White uses sente to block at ④⑩, the biggest play available. Black makes small forcing moves at ④① and ④③ as they move into the endgame.



(140 – 146)



(147)

The capture with ④⑦ is big, since otherwise White would play at A and pull back. ④⑦ also makes the area from it down the right side somewhat unsettled.

At this point White is ahead by about seven points, but White's next move loses the game. White has gotten short on time; he must make the rest of his plays within one minute each.

White is concerned about the lower left corner. If Black plays at B where would you two play? Remember Fujisawa has only one minute, so I will give you the same amount of time. Okay, time's up.

4 kyu: Connect one space to the right of B.

1 dan: Attach underneath B.